

*Final Report  
Covering the Period 1 May 1988 to April 1989*

*April 1989*

## AN APPLICATION ORIENTED REMOTE VIEWING EXPERIMENT

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CLIENT PRIVATE

SRI PROJECT 2740



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## TABLE OF CONTENTS

LIST OF FIGURES .....	iii
LIST OF TABLES .....	iii
I     OBJECTIVE .....	1
II    BACKGROUND .....	2
A.   Remote Viewing .....	2
B.   Fuzzy Set Analysis .....	3
III   APPROACH .....	4
A.   Remote Viewer .....	4
B.   Target Material .....	4
C.   Experiment Protocol .....	4
D.   Analysis Technique .....	5
IV    RESULTS AND DISCUSSION .....	10
V     CONCLUSIONS .....	19
REFERENCES .....	20
APPENDIX A--REMOTE VIEWING RESPONSE (DRAWINGS) .....	A-1
APPENDIX B--REMOTE VIEWING RESPONSE (TRANSCRIPT) .....	B-1

SG1A LIST OF FIGURES

1.	Viewer 372:	.....	11
2.	Viewer 372:	.....	12
3.	Viewer 373:	.....	13
4.	Viewer 372:	.....	15
5.	Viewer 372:	.....	16
6.	Viewer 009:	.....	18

LIST OF TABLES

1.	Universe of Target And Response Elements	.....	8
2.	Figure of Merit (FM) Summary- Simulation	.....	10

## I OBJECTIVE

The objectives of this experiment were to:

- Demonstrate the potential of a novel  
known as remote viewing,  
against [REDACTED]
- Determine the degree to which the technique used to  
analyze remote viewing results is applicable.

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## II BACKGROUND

SRI was asked by the sponsor to participate in an experiment conducted during the latter half of August, 1988, at [REDACTED]

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[REDACTED] The primary objectives were (1) to demonstrate the remote viewing of [REDACTED] and (2) to apply fuzzy set analysis to interpret the data.

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### A. Remote Viewing

Remote viewing (RV) is an apparent human ability to gain access, by mental means alone, to information that is secured by shielding, distance, or time.<sup>1-5</sup> \* At least three elements are necessary to conduct an RV experiment:

- (1) An individual, called a viewer, with RV ability
- (2) Specific target material (not available to the viewer at the time of the experiment)
- (3) An analysis technique to determine the degree to which RV occurred

In a typical laboratory protocol, a viewer and a monitor—an interviewer who is also unaware of the target material—are sequestered at time  $T_0$ . At  $T_0 + 5$  minutes, an assistant selects the intended target from a large pool of potential targets (e.g., a list of locations within a half-hour drive from the laboratory) using a random procedure. At  $T_0 + 30$  minutes, the assistant is at the selected site and, back at the laboratory, the viewing begins. At  $T_0 + 45$  minutes, the viewing ends and the assistant returns to the laboratory. To provide feedback, the viewer, monitor, and assistant return to the selected site and review the RV data.

To determine if RV occurred, similar experiments are conducted using a newly selected target for each trial. Usually, the trials are done with target replacement (i.e., each target is returned to the pool and may be selected again by the random process).

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\* References may be found at the end of this report.

B. Fuzzy Set Analysis

Since 1972, SRI has developed many procedures to determine whether information has been obtained beyond chance expectation.<sup>6-8</sup> In the current method,<sup>9</sup> the targets and viewer's responses are described as fuzzy sets of descriptor elements (e.g., presence of water). The outcome of the RV experiment is measured by a *figure of merit*, which is related to the accuracy and reliability of the viewer's description of the target.

When RV is applied to collection, the analysis procedures differ considerably. In laboratory experiments, much is known about the target, but in applications, very little target information is known. Thus, the analysis technique must be modified in order to assess the "correct" RV response elements before confirming evidence can be obtained.

Long-standing difficulties in applying the RV phenomena to applications are at least twofold. In a lengthy response, those elements of genuine significance must be identified a priori. Second, even excellent examples of remote viewing do not necessarily imply usefulness. Therefore, RV-derived data should be used in conjunction with information obtained through more conventional channels.

### III APPROACH (U)

SRI conducted a 26-hour RV experiment beginning at 1008 on August 24, 1988. The viewer provided data in four different work periods: at 1008 and 1500 on August 24, and at 0910 and 1120 on August 25. The details of the experiment are described below.

#### A. Remote Viewer

SRI selected Viewer V372 to participate in this experiment because of his\* 10-year experience as a viewer, and because he produced good results in the first experiment in this series, conducted in May, 1987.

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#### B. Target Material



#### C. Experiment Protocol

The SRI team was given the code name of the experiment, a time window during which the experiment would be active, and a photograph and Social Security number of an on-site individual. Other than this, all aspects and details of the experiment were withheld from V372 and SRI personnel.

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\* To keep the identity of the viewer confidential, we refer to the viewer with the pronouns *he* and *his* regardless of the viewer's gender.

Four sessions were conducted to provide information. The times and circumstances were as follows:

- (1) 1008 August 24 V372 was asked to describe the location and details of an event in progress. Details about pertinent personnel were also requested.
- (2) 1500 August 24 V372 was asked to describe details and activity at the site demarked by the presence of the sponsor's on-site representative.
- (3) 0910 August 25 V372 was asked to expand upon his descriptions from the previous day.
- (4) 1120 August 25 V372 was asked consolidate the information from the previous scans and to provide his concluding remarks.

During each session, V372's responses were tape-recorded. He was encouraged to draw details whenever possible. Drawings are contained in Appendix A, and Appendix B contains verbatim transcripts of all four sessions. (Because of technical difficulties, most of the taped record of the second session was lost. Since the remaining data are intact and since the drawings from the remaining viewings are complete, this gap is not significant.)

After all raw data had been delivered to the sponsor, V372 and SRI personnel were allowed to visit the target site at [REDACTED] for feedback.

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#### D. Analysis Technique

As discussed in Section II, quantitative analysis in an setting poses problems. Any analysis of remote viewing data must be accomplished within the context of a mission statement. An analysis designed only to demonstrate RV is inadequate to enable an assessment, and vice versa. Under another program,<sup>9</sup> SRI developed a generalized analysis technique that allows for an a priori mission statement. An overview of that technique follows.



1.: Definitions

The most important aspect of RV data analysis is the definition of both the target and the RV response. For this analysis, all target and response information is defined as the fuzzy sets  $T$  and  $R$ , respectively. Each is described below.

The target is defined as a fuzzy set of target elements  $T[ek, \mu_k, w_k]$ :

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The RV response is similarly defined as a fuzzy set of response elements  $R[ek, \mu_k, w_k]$ . The membership values for response elements, however, have a somewhat different meaning than those for target elements. Membership values,  $\mu_k$ , represent an analyst's assessment as to the degree of presence of  $ek$  in the response. For declarative statements,  $\mu_k = 1$  unless a viewer volunteers a specific or implied importance of  $ek$  to the overall target. A degree of interpretation is allowed for nondeclarative statements by letting  $\mu_k < 1$ . The response weights,  $w_k$ , are identical to the target weights.

We define *accuracy* as the percent of *target* material described correctly by a response. Likewise, we define *reliability* (of a viewer) as the percent of a *response* that is correct. The figure of merit is the product of the two; to obtain a high figure of merit, a viewer's description of a target must be largely correct and contain few extraneous images. In

fuzzy set terminology, these quantities for the  $j$ th target/response pair are as follows:

$$\text{Accuracy}_j = a_j = \frac{\sum_k w_k (R_j \cap T_j)_k}{\sum_k w_k T_{j,k}} ,$$

$$\text{Reliability}_j = r_j = \frac{\sum_k w_k (R_j \cap T_j)_k}{\sum_k w_k R_{j,k}} ,$$

and

$$\text{Figure of Merit}_j = M_j = a_j \times r_j .$$

The sum over  $k$  is called the *sigma count* in fuzzy set terminology. The sigma count is defined as the sum of the membership values,  $\mu$ , for the elements of the response, target, and their intersection—that is,  $R_j$ ,  $T_j$ , and  $(R_j \cap T_j)$ , respectively.

## 2. Target and Response Data

The universe of target and response elements is drawn from the August, 1988, experiment. We define three element categories: functions, relationships, and objects. These categories are weighted 1.0, 0.75, and 0.50, respectively.

Table 1 shows the universe of target and response elements and the formal definition of  $T$  and  $R$ . All scans were considered together, rather than scan by scan. The various scaling weights are shown in parentheses adjacent to the appropriate factors. The relative weights are derived from SRI's best assessment of the operational utility of each element. The response membership values,  $R(\mu)$ , were determined from the raw data (see Appendices A and B). The target membership values,  $T(\mu)$ , were determined by SRI personnel during a site visit in September, 1988. All elements, however, were determined by an SRI analyst post hoc in order to allow a more accurate assessment of reliability. Elements derived from the response were taken literally. Those elements having no corresponding element in the target (i.e.,  $T(\mu) = 0$ ) were assigned the average weight of elements present in the target.

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## IV RESULTS AND DISCUSSION

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Table 2 shows the figure-of-merit analysis for [REDACTED] experiment using the fuzzy sets defined in Table 1. The target was the [REDACTED] support equipment, and testing environment. The target-response intersection is shown as  $|T \cap R|$ , and the sigma counts of the target and response sets are shown as  $|T|$  and  $|R|$ , respectively.  $N$  is the number of elements that were identified for each category. All quantities include the relative weights shown in Table 1.

The weighted accuracy total of 0.80 (i.e., 80% of the identifiable elements at the target site were correctly described by V372) agrees well with the qualitative correspondence shown in Figures 1 and 2.\* Figure 3 shows V372's drawing of a plan view of the target area, which appears to match the experimental situation almost exactly. The figures of merit show that, since the first experiment in this series, V372's ability to sense functions and objects has increased modestly, and his ability to sense relationships has increased by a factor of four. The relatively low value of 0.57 for the combined (weighted by the category weighting factors) target elements is consistent with the elaborate nature of V372's response (see the original response in Appendices A and B).

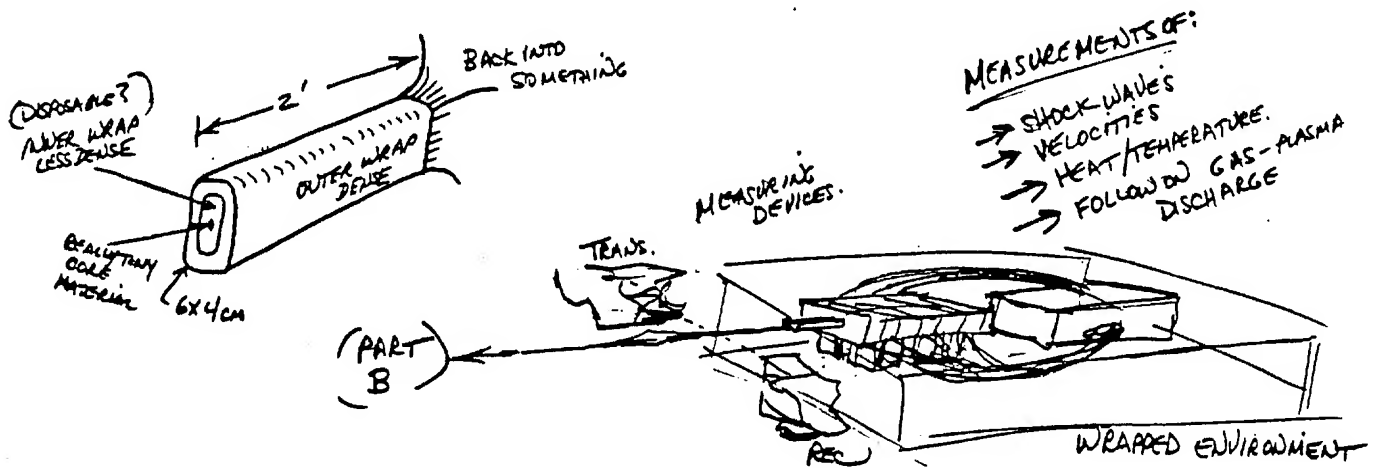
Table 2

## FIGURE OF MERIT SUMMARY

## SIMULATION

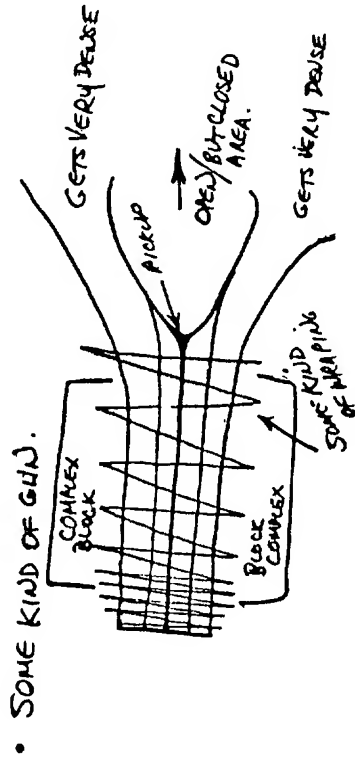
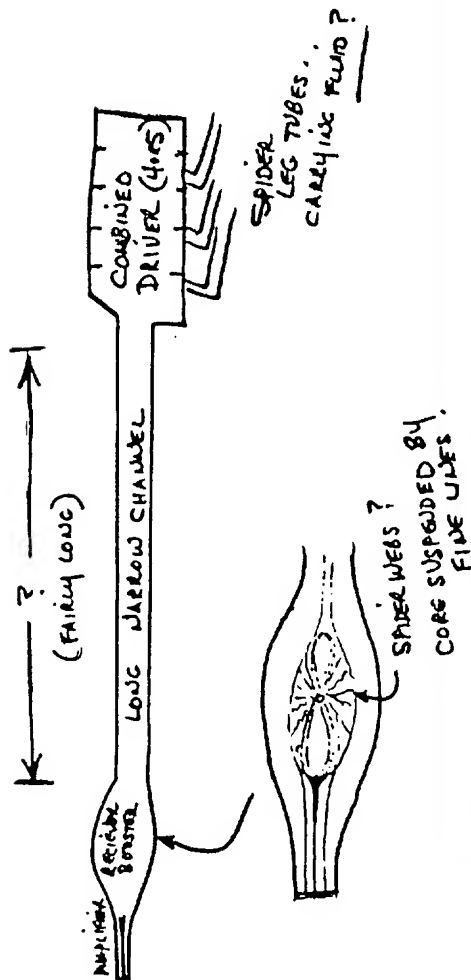
Element Type	N	$ T \cap R $	$ T $	$ R $	Acc.	Rel.	M
FUNCTIONS	8	10.00	11.40	12.43	0.88	0.80	0.70
RELATIONSHIPS	16	15.05	21.95	23.45	0.69	0.64	0.44
OBJECTS	48	46.20	56.70	72.92	0.82	0.63	0.52
TOTAL	72	-	-	-	0.80	0.65	0.52

\* All figures are to be taken as indicators of qualitative correspondence. The drawings and photographs have been selected to illustrate the correspondence.

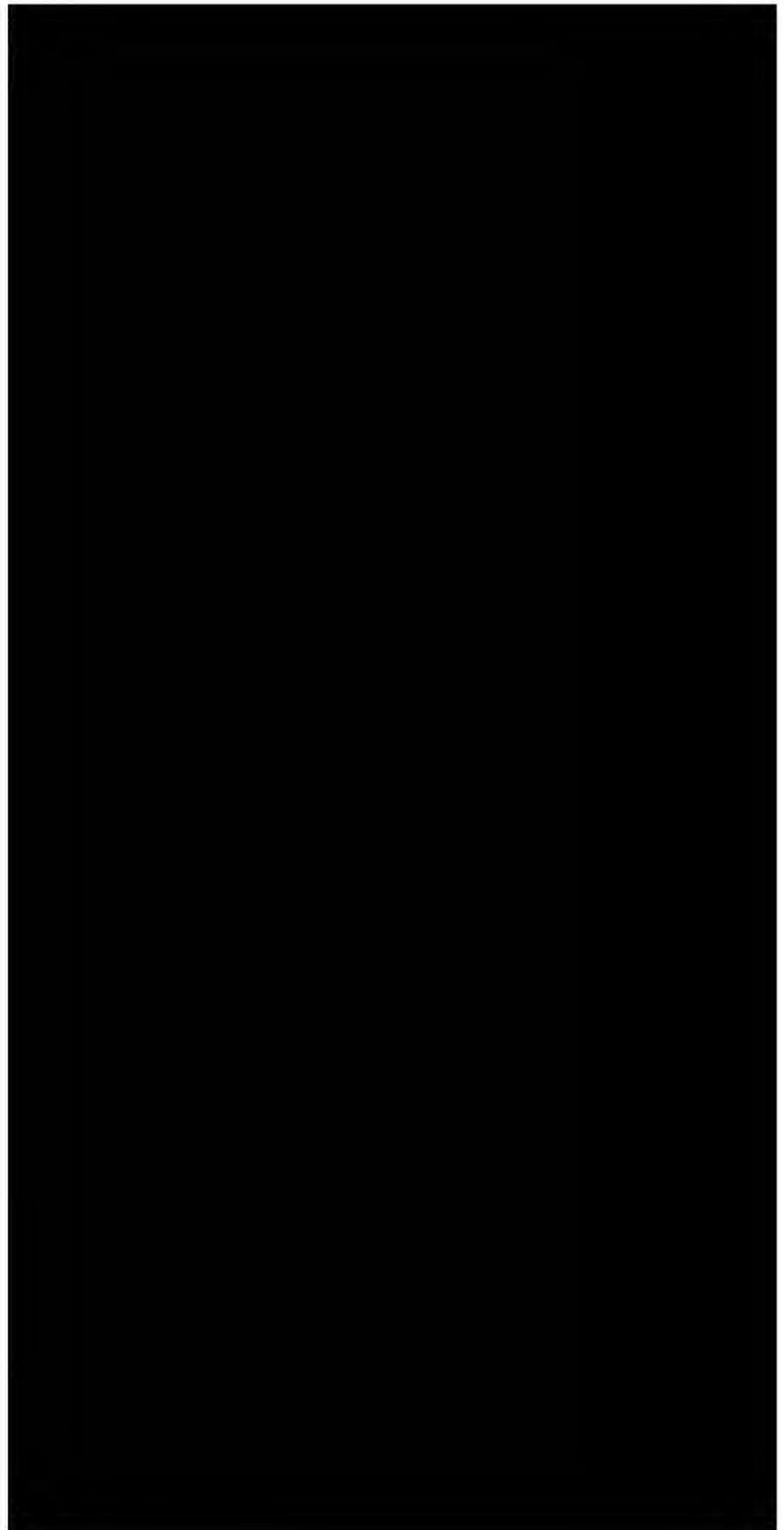


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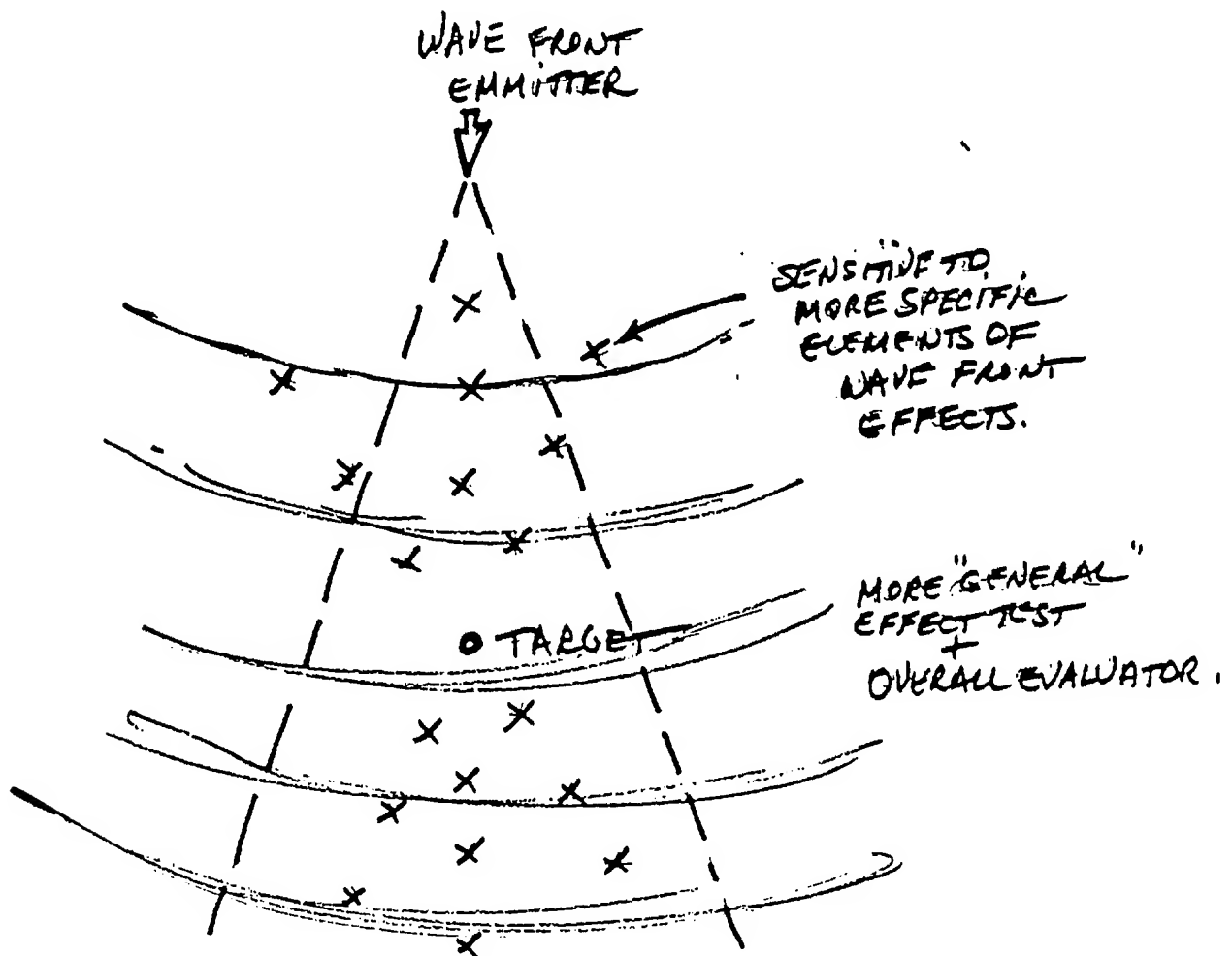


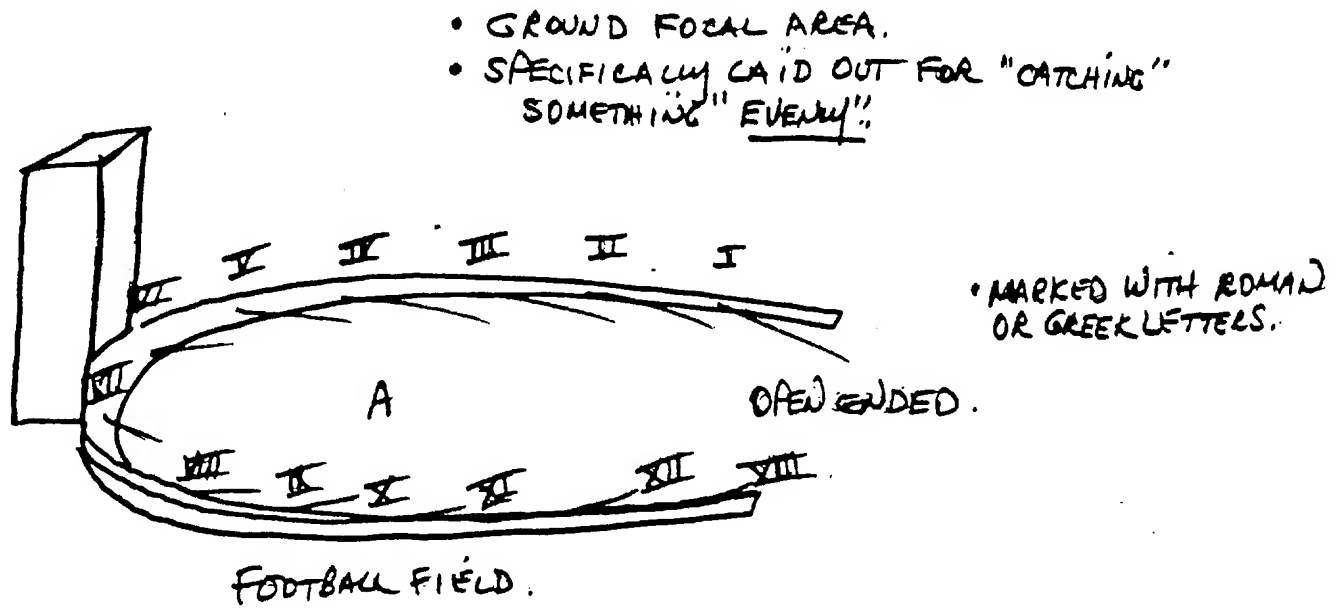
FIGURE 3 VIEWER 372: PLAN VIEW OF THE TARGET

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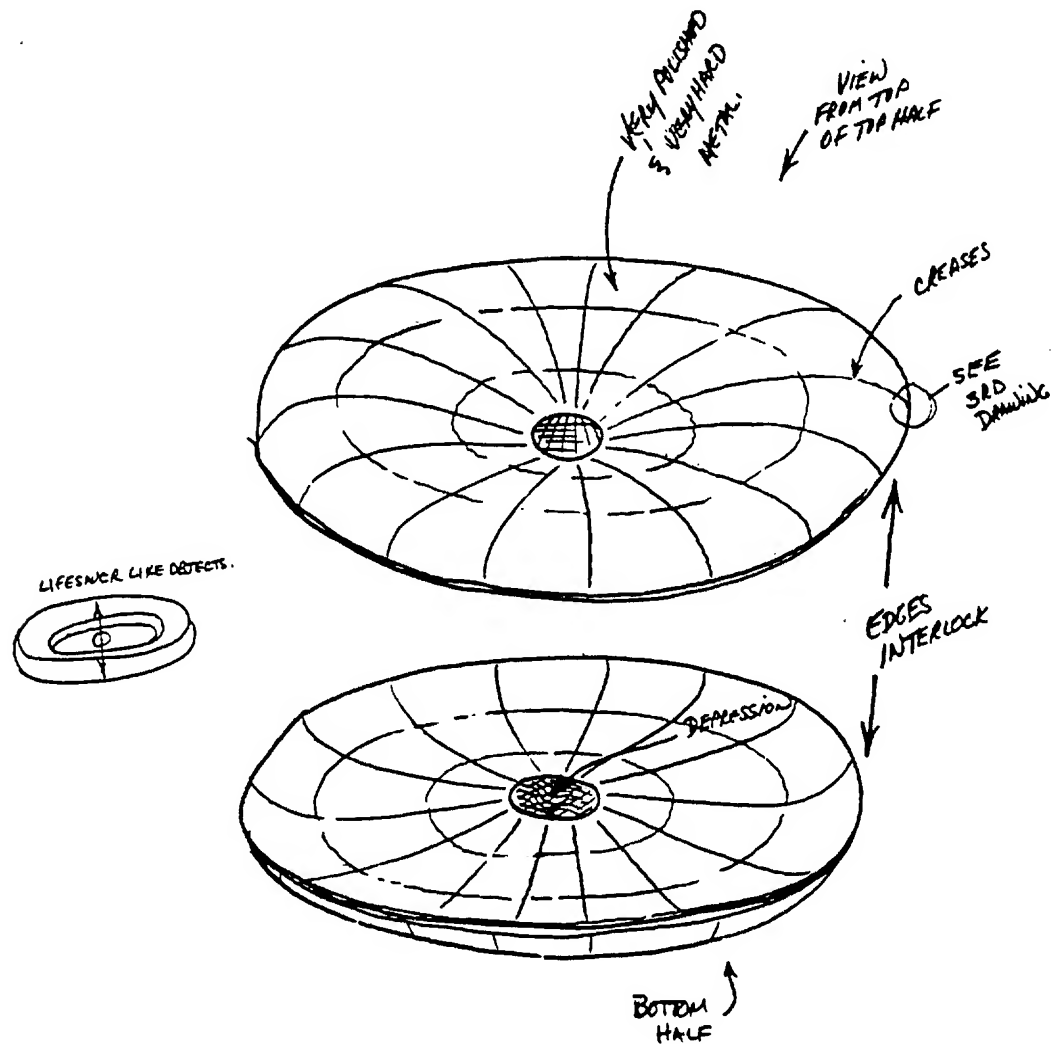
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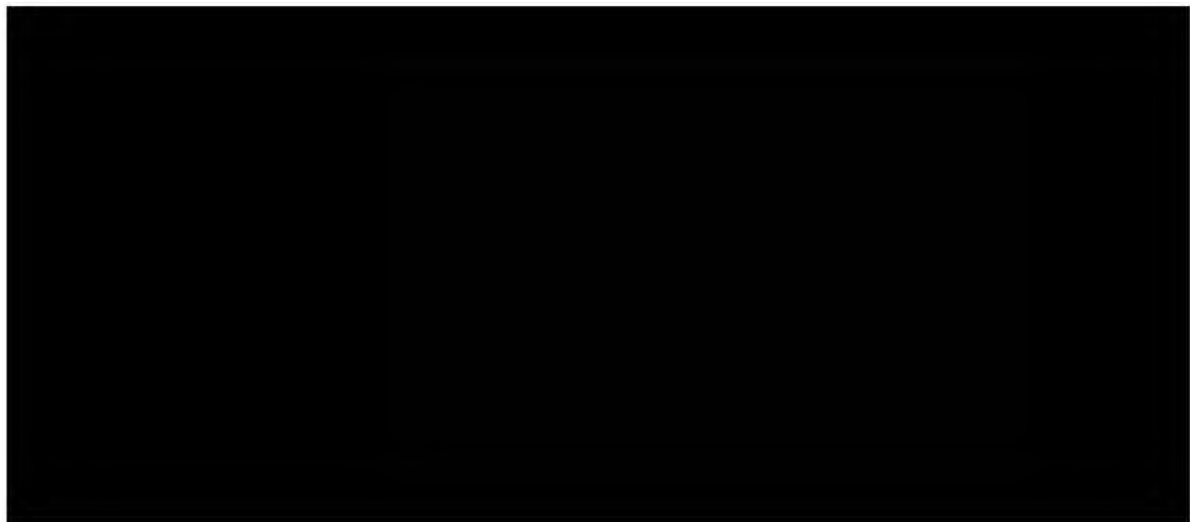




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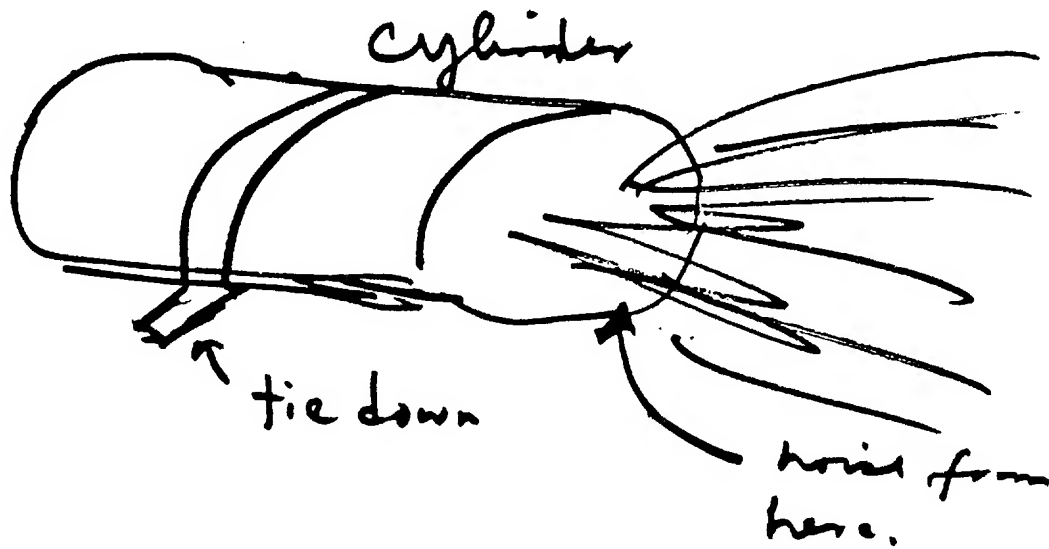


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After SRI personnel had been debriefed about the target, a second long-term participant, V009, was asked to view the same event. He was told to provide whatever information he could about an event that had taken place approximately two weeks earlier. Viewer V009 was told nothing else about the nature of the target or target event, and he worked without an RV monitor.

Since this was an ad hoc test, not intended to be part of the series, we have not conducted a formal analysis of V009's response. Qualitatively, however, V009 appeared to do as well as V372, given that he remained in session, unmonitored, for only 20 minutes. Figure 6 shows one part of his drawing response that captures V009's theme. Interestingly, V009 also appeared to be confused by the multitude of potential target material in the immediate area. He drew an airport and recognized that it was not the intended target.



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## V CONCLUSIONS

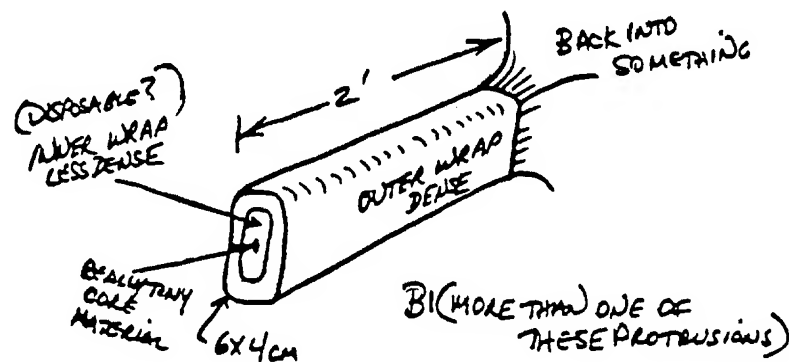
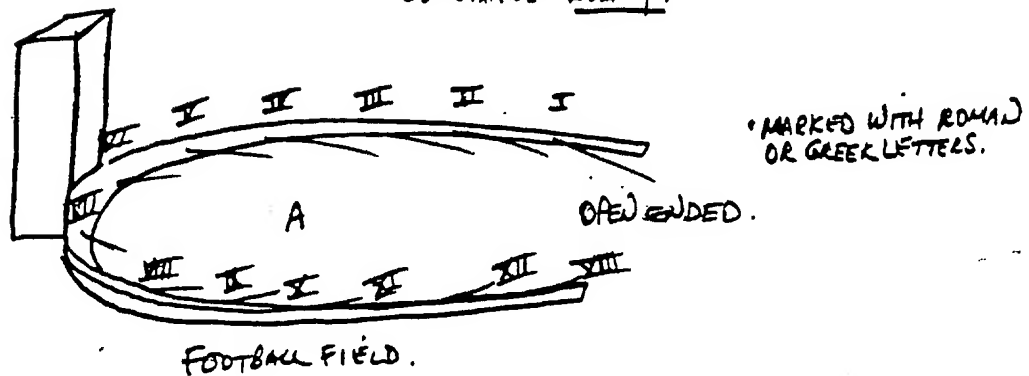
SG1A      Viewer V372 was asked to use RV to describe the activity of [REDACTED] during August 24 and 25, 1988. He described approximately 80% of the identifiable target elements correctly, and 71% of his responses corresponded with the intended target. Although 29% noise remains, if this experiment had been an actual activity, the noise probably would not have been a significant distracting factor.

## REFERENCES

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8. May, E. C., Humphrey, B. S., and Mathews, C., "A Figure of Merit Analysis for Free-Response Material," *Proceedings of the 28th Annual Convention of the Parapsychological Association*, pp. 343-354, Tufts University, Medford, Massachusetts (August 1985)
9. Humphrey, B. S., Trask, V. V., May, E. C., and Thomson M. J., "Remote Viewing Evaluation Techniques", Final Report—Objective A, Task 4, SRI Project 1291, SRI International, Menlo Park, California (December 1986)

APPENDIX A  
Remote Viewing Response (Drawings)  
August, 1988

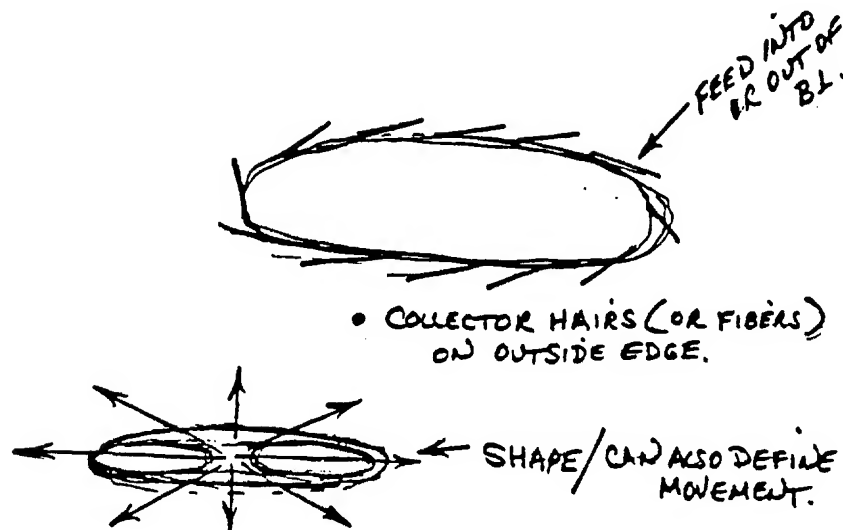
- GROUND FOCAL AREA.
- SPECIFICALLY CAID OUT FOR "CATCHING" SOMETHING "EVENLY".



DISPOSABLE



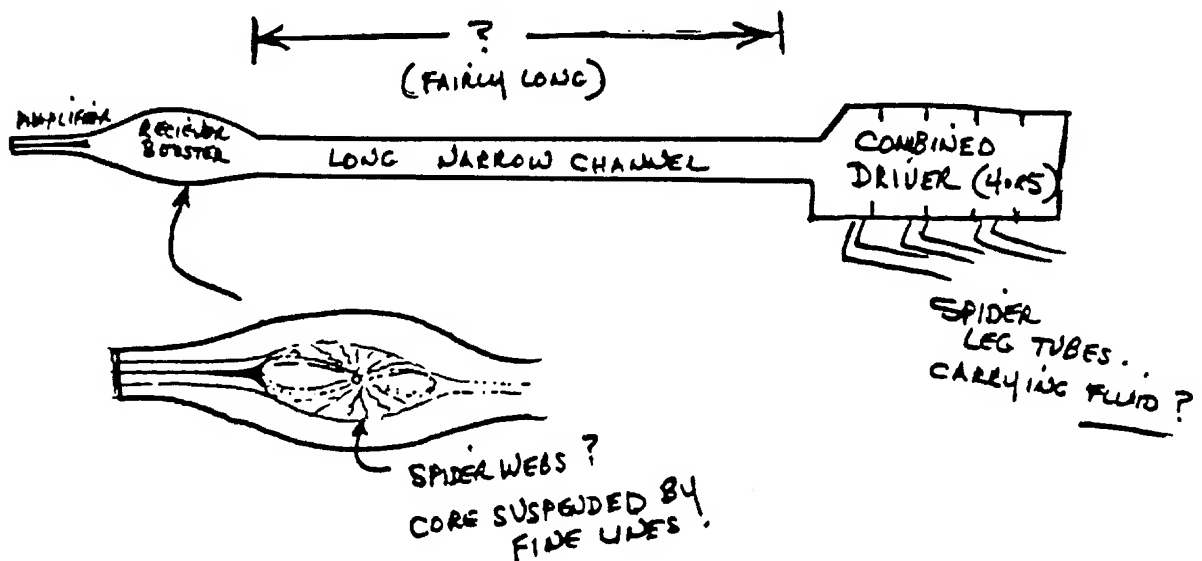
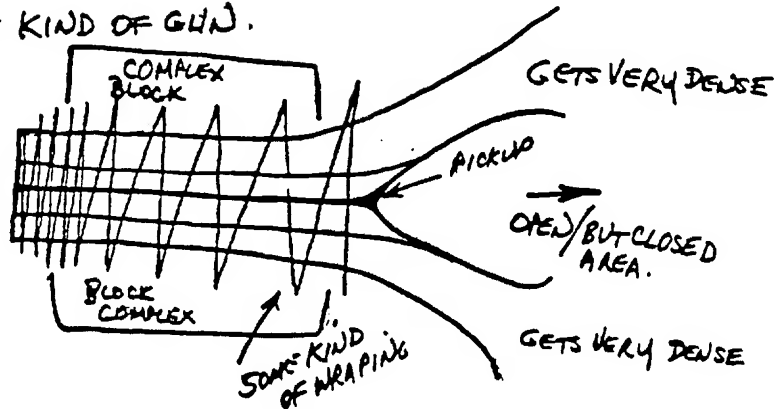
32

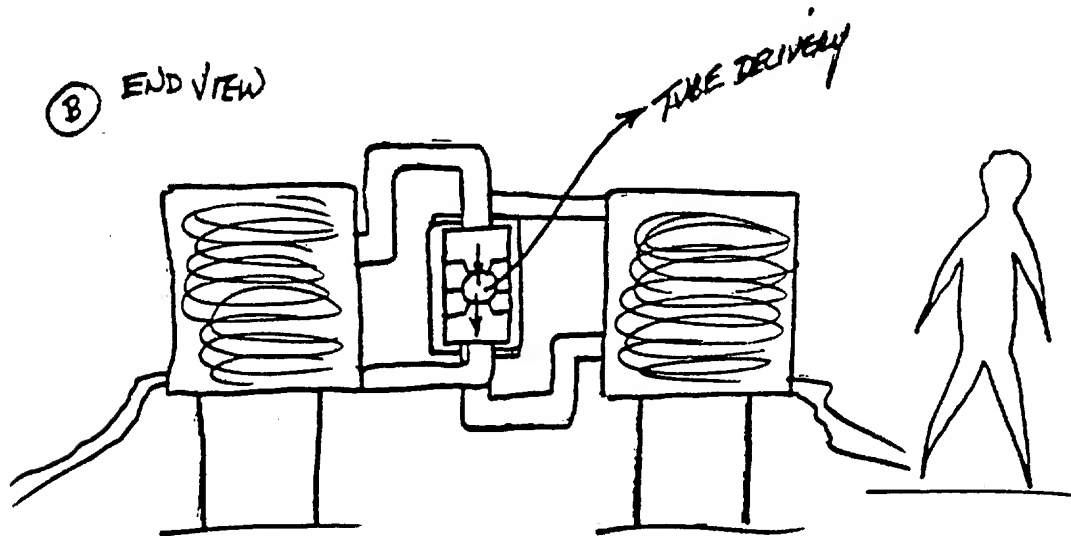
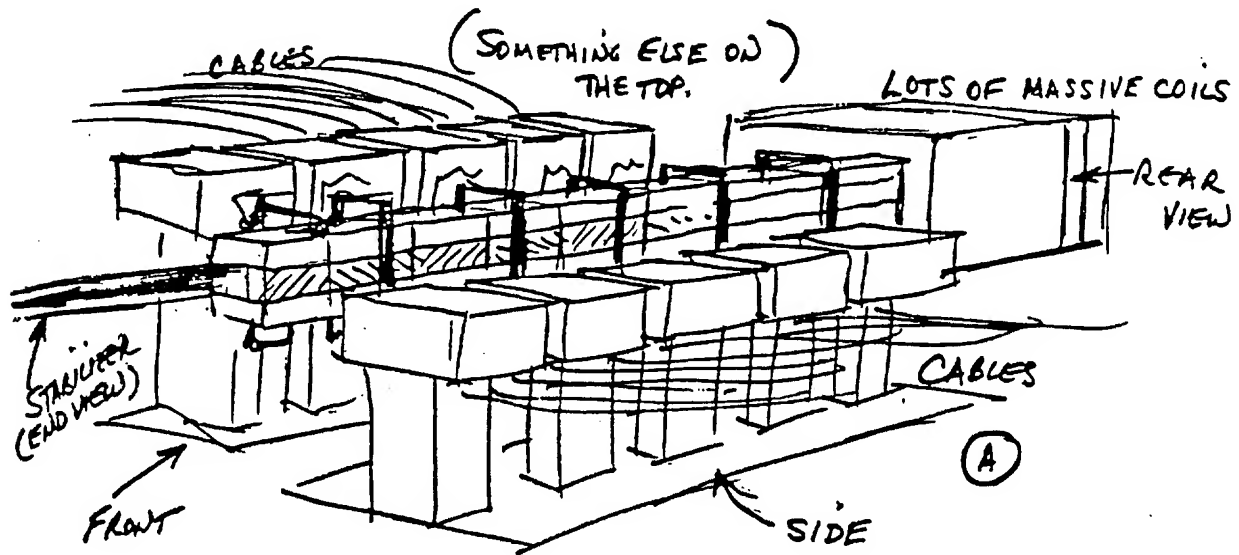


- EXTREME SHORT DURATIONS — QUICK OBSERVATIONS.
- THREE STEP — OR MORE — FUNCTION, IN RAPID SUCCESSION.
- BOOSTED ↓ MAGNIFIED ↓ ENHANCED — FOCUSED.  
DOUBLE BOOSTED TRIPLE BOOSTED

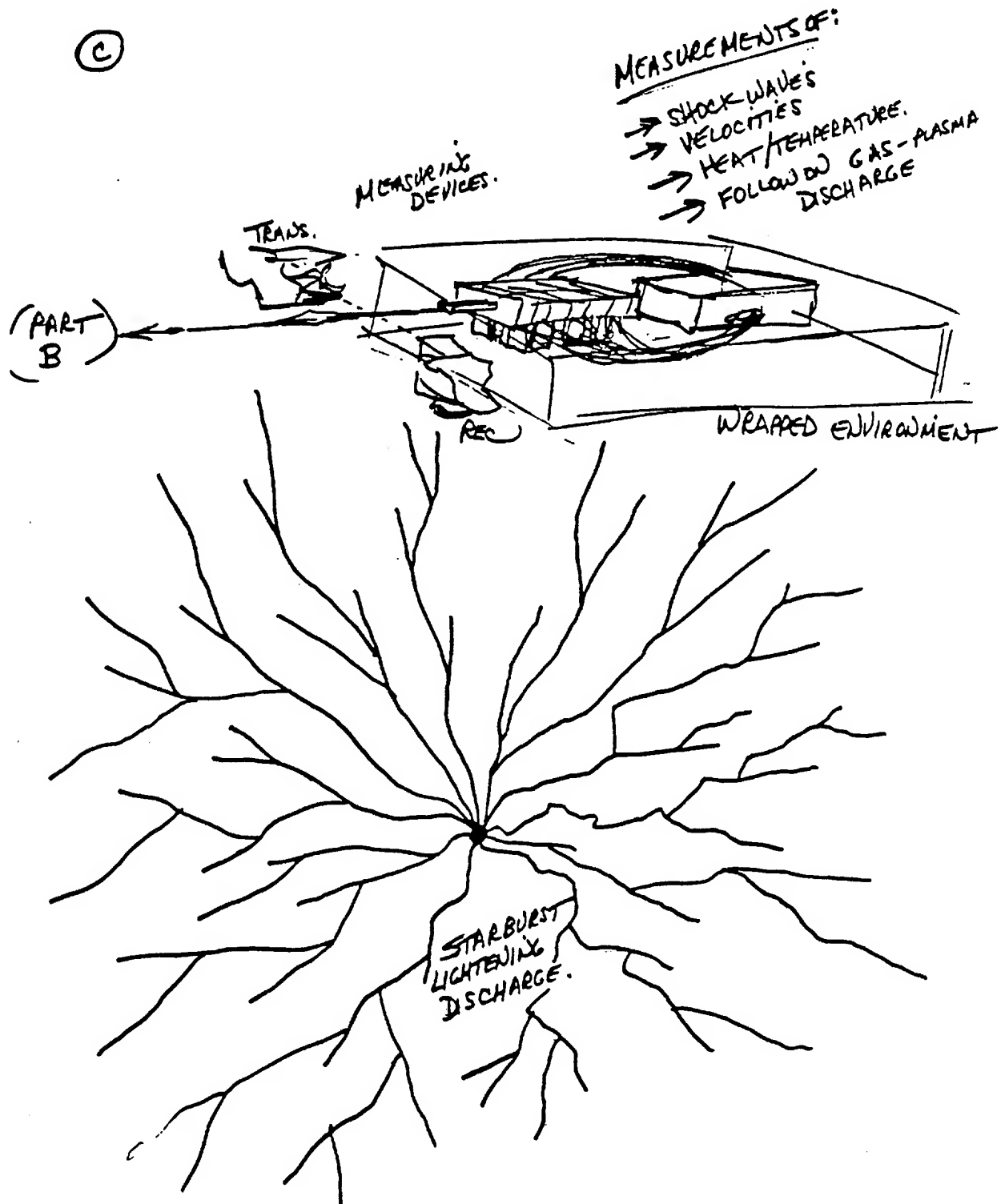
# CUTAWAY OF BL

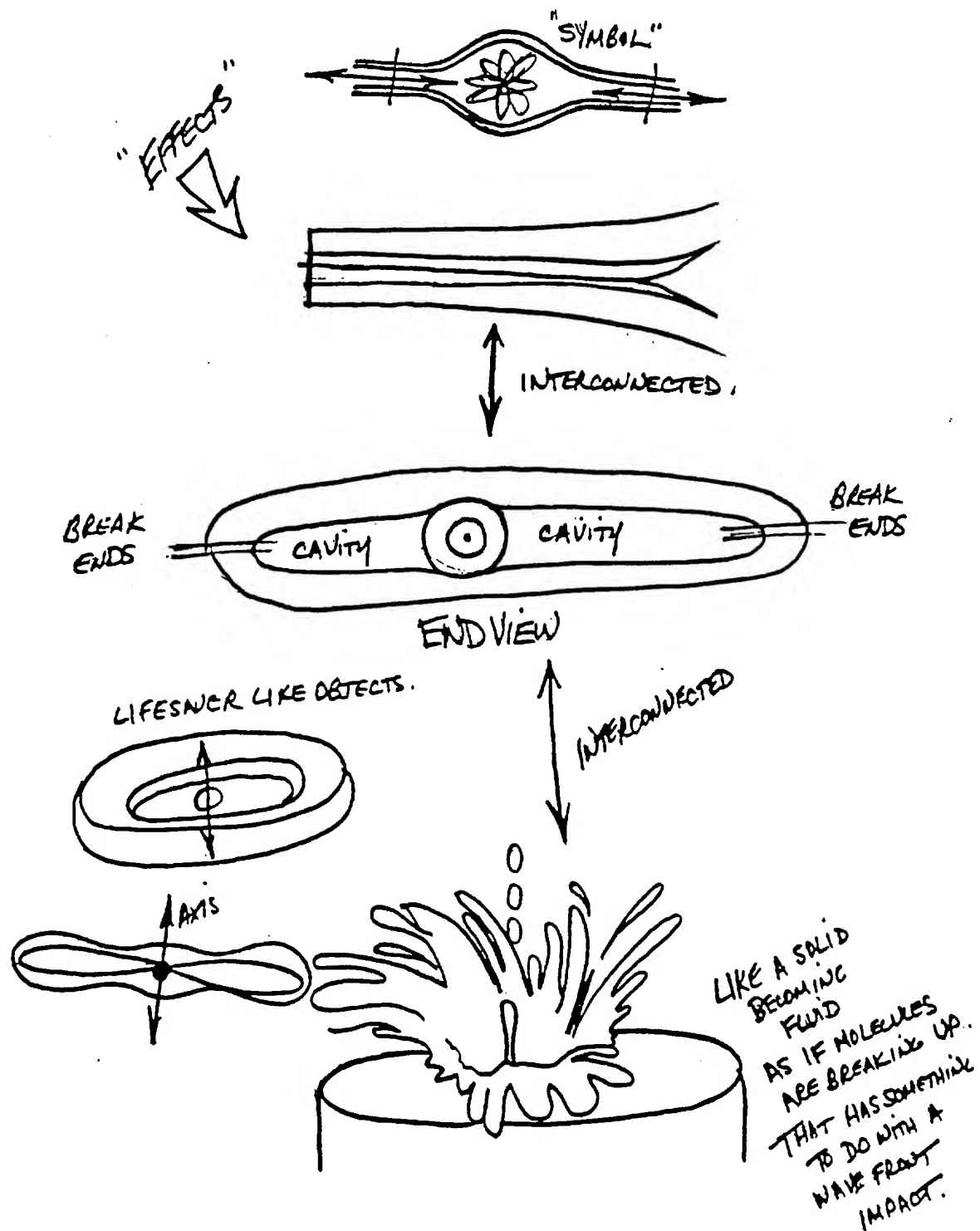
- SOME KIND OF GUN.

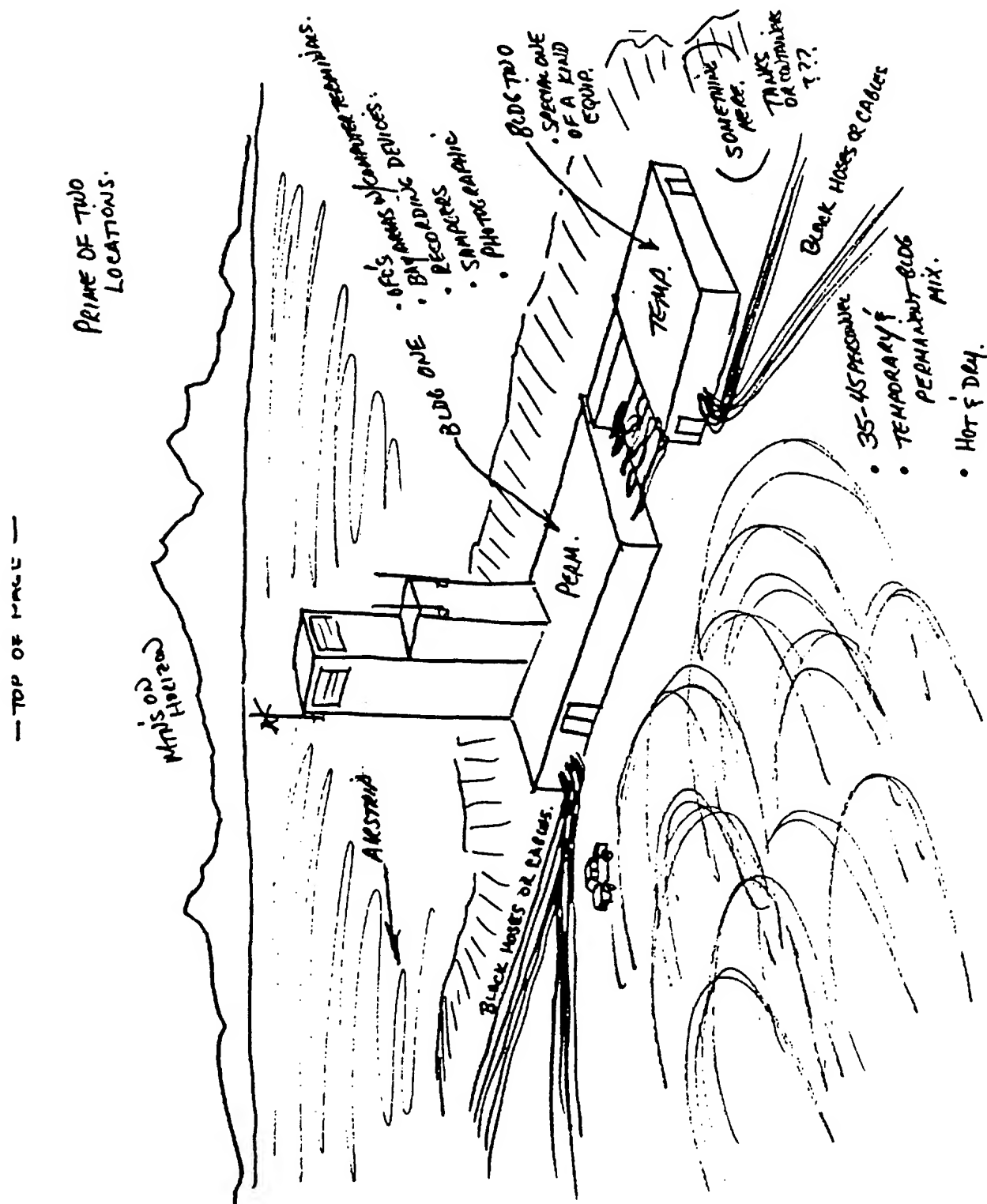


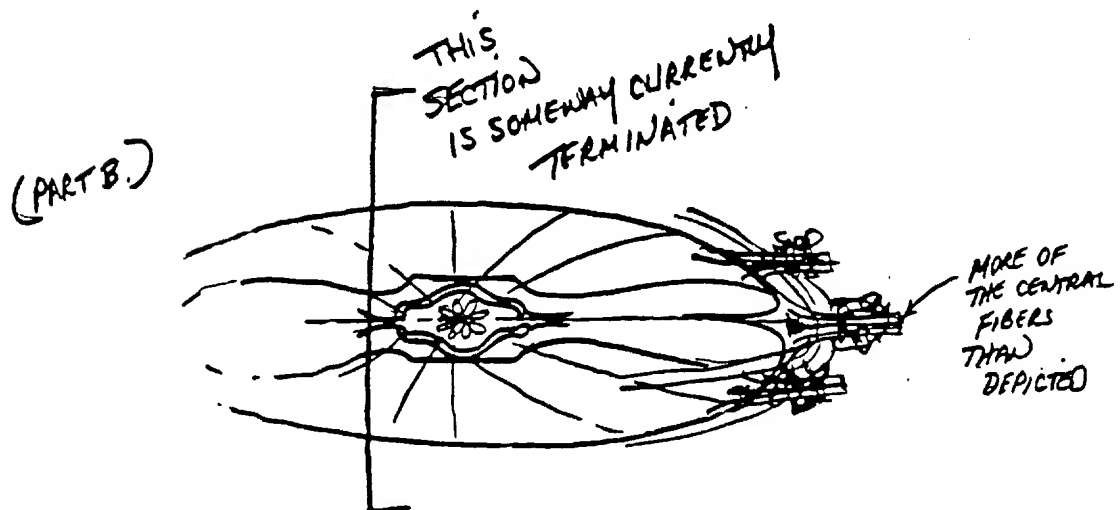
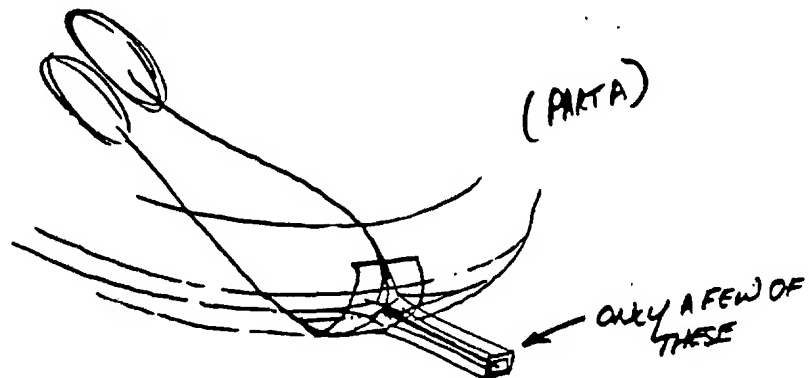
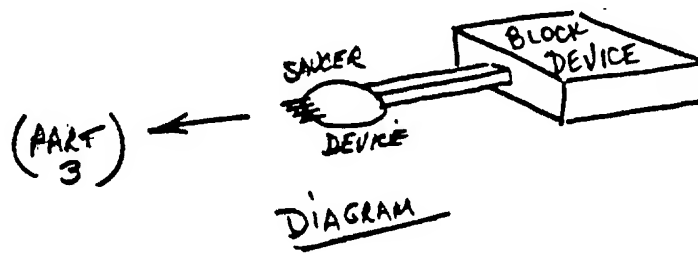


WHOLE OBJECT IS  
WRAPPED SOMEWAY.



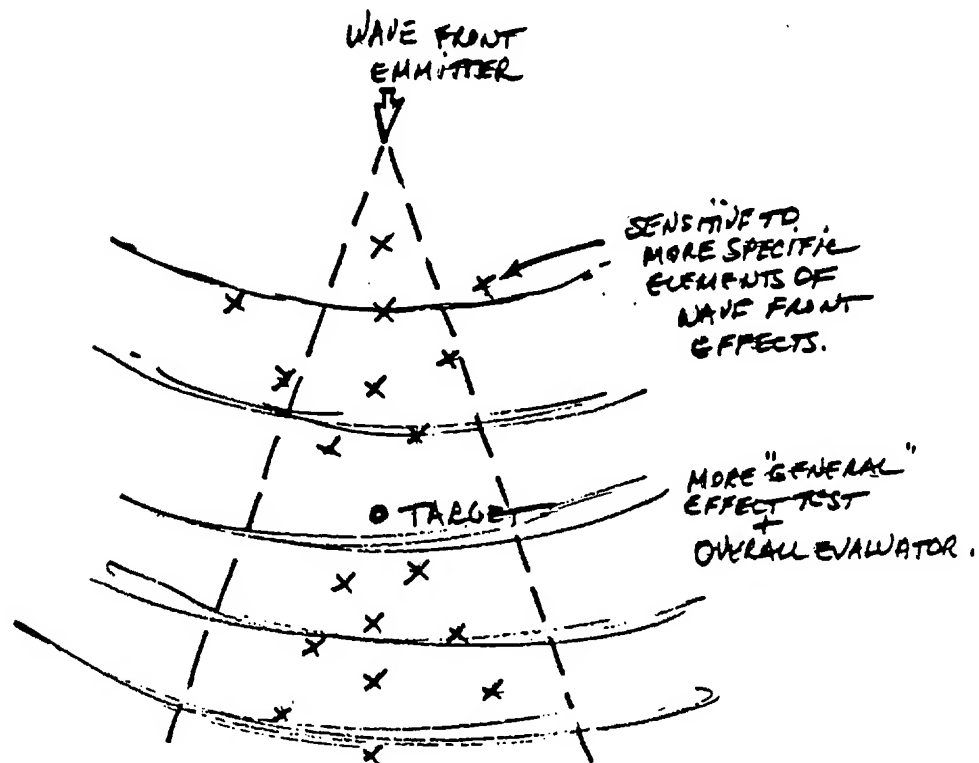




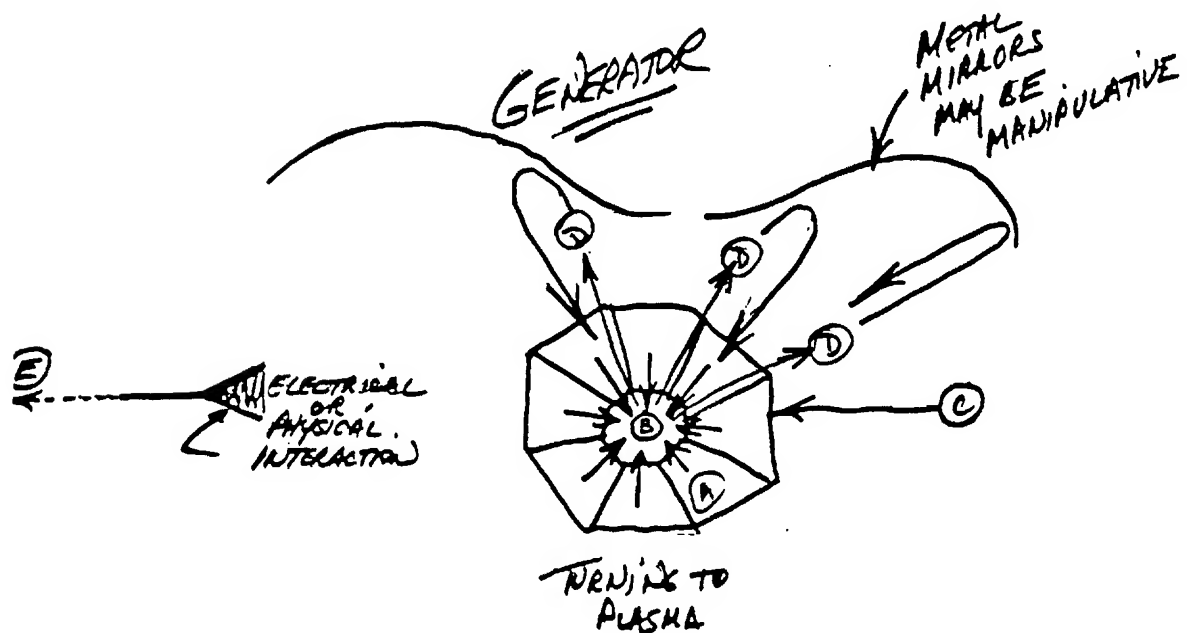


- COLLECTING DATA ON "SHORT" WAVE FRONT EFFECTS.
- EMP RANGE UNDER "10 ANGSTROMS"
- WAVE FRONT = PLASMA
- "SHORT" OR EXTREMELY "SHORT" DURATION.
- PRECEEDS → ALL OTHER EFFECTS. (SPEED OF LIGHT) BUT NOT PHOTON
- POWER OF OUTPUT ⇒ HIGH ENOUGH TO TURN METAL MOLECULES TO VAPOR OR PLASMA.
- TARGET IS: MULTI-LAYERS OF DIFFERENT METAL DENSITIES WITH ELECTRONICS SANDWICHED IN BETWEEN. FEELING SOME OF THESE ELECTRONICS ARE "TRANSFER SENSORS";
- PEOPLE:
  - > ARE AWAY FROM IMMEDIATE TEST SITE.
  - > ARE COLLECTING DATA ON WAVEFRONT AFFECTS BUT IN A STEP FASHION.
  - > ARE TRYING TO MAGNIFY - ANALYSE - INCREASE FOCUS - OPTIMIZE WAVEFRONT ENERGY.
- SORT OF COMING TO A BALANCE IN HOW FOCUSED / VERSUS / HOW STRONG AND OUTPUT. = VARIES RANGE & EFFECT.
- 3/100THS OF SECOND DISCHARGES.
- GENERATOR GETS REALLY HOT = COOLING PROBLEMS.
  - = FOCUS PROBLEMS.
  - = COLLECTION (MAINTAINING PLASMA)
  - = "C" IS ALSO PULSED (SO IT HAS TO BE TIMED W/ DISCHARGE PULSES.
- EARTH BOUND EXPERIMENT.
- ARE SOME DISTANCE BETWEEN PARTS.
- CONCEPT IS DEVELOPED. THIS TESTING TO FINE TUNE THE SYSTEM.

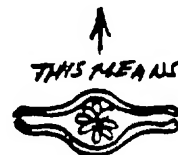




- MOST SENSORS DON'T LAST VERY LONG.
- SINGULAR TEST.
- ENORMOUS AMOUNTS OF DATA ARE COLLECTED FOR FUTURE ANALYSIS.
- SENSORS ARE GROUND BURIED.
- DESIGNED FOR MORE OF A DEFENSIVE ENVELOPE THAN OFFENSIVE TOOL.



- CONSTANT MIRROR TUNING GOING ON TOP & BOTTOM. BUT INSTANT TO INSTANT.
- KEEP WANTING TO SEPARATE TOP & BOTTOM HALVES



**APPENDIX B**  
**Remote Viewing Response (Transcript)**  
**August, 1988**

SESSION NUMBER ONE

Viewer 372

August 24, 1988, 10:08 a.m.

- M: OK this is session number one, viewer 372, and this is one of four sessions looking in on an event that's been in progress since the 15th. We're looking for a description of that event including some information about the location, possible details of any equipment and some idea of personnel involved.
- V: The first impression I'm getting is, what I'm going to do is use a pencil and then darken it in afterwards,
- M: Sure.
- V: getting an impression of a, like a semi-circle that's open over here and there's some kind of a square block or something standing over here. This is really large. I feel like its kinda laid out on the ground in some way. Coming off of this semi-circle type object are like hairs. Don't know what those are. Maybe some kind of a, I'm trying to look at the end of this thing (see second drawing) and I'm getting what appears to be two extremely heavy thick crustations of some kind like two forms that encase a small hole, hole is not a good description, they encase a, some kind of very specific wire or something, I feel like its really tiny but its imbedded in this like, I want to say crustation, its wrapping or, very dense wrapping, its like this a, actually there's a couple of them.
- M: A couple of these objects?
- V: Yeah, call those object B, the first part of the drawing is object A, the one with the hairs coming out of it. This is a, this goes back into something, it isn't very large, maybe, well I don't know, say two meters, two meters long. Its out of scale here because I think its size left to right up and down is maybe six by four centimeters which makes this look like a dot in here, very tiny. A little tiny core material that goes back into something. This outer wrap is, I get the feeling, very dense and the inner wrap is less dense, almost like the inner wrap is somewhat disposable and the outer is fixed. I'm gonna put disposable with a question mark because it feels like it. Actually this disposable is an interesting thing, I'll write that down here. How do you spell it?

M: I know what you mean.

V: We'll check the spelling before I darken it in.

M: We're not in our spelling mode right now.

V: Yeah we're not in the spelling mode. Actually this is totally separate. I'll draw a line between the two. Anything above it seems to be, lets call it a ground focal area, its specifically laid out for a something, for, I want to say collecting something but that's not correct. Its laid out for catching something, for lack of a better word, its shaped so that everything going to these different points are a, arriving all at the same time. Going back over to this thing ah, I'm gonna draw a third thing, I've got an A, I've got a B but I've got a third thing that looks like a but its not laid out on the ground. Let's call B up here B1 this is B2. It looks like the A object in that its round but its like totally, the ellipse is not open, and all these little hairs go around the outside, kind of a collector here or something. I keep trying to think of a different way of presenting this, I'm not sure of the appropriate, I keep trying to cover it and I come out with a, almost like the inside of a building but its not, its connected like a web or something. I keep wanting to do this (draws circular motion) and then wanting to do that (draws arrows shooting off).

M: What's the sensation of that?

V: This is clearly a shape but then it can also be defined, this is a, if I had to define movement within this I would define it as going out something like that. I feel like there's a whole lot more detail than this that I'm not capturing, that's what I'm trying to do, I'm trying to get my head together on the detail. These collector hairs or fibers are a, real specific, they probably have something to do with B1, they either feed into or out of B1. Also I'm getting a really strong impression of a, some other things, like one thing I'm getting a strong impression of is what I call extreme short durations. We're talking observing something that's faster than like the flick of an eye. Its like quick observations. And we're also talking about a three step something. Its like three step or more function. Its like they're rapid succession. Boosted, magnified, enhanced, focused. There seems to be a step missing in here, if you were to call these successive steps there's one missing, its almost like, I'll insert it here, double boosted and over here triple boosted, something like that. Over here I'll draw this, I'm trying to describe this, this cutaway of B1, it a, what I'm trying to do is a, an exploded view of this thing, I have no idea if its gonna work or not. I think the way to do this is to draw it sideways so it looks like a cutaway. What we're talking about is B1.

M: This part back here where its connected to something?

and this comes right on down to a, almost like its a pick-up of some kind, it goes down this real fine core, and I really don't, I keep trying to get back in the direction of the arrow and I keep running into a lot of problems. Its simple but its complex. Very simple but very complex. Lets call it some kind of gun. This has got, I find myself wanting to do these kind of lines, they get closer together at the end. Like some kind of wrapping. I keep wanting to make something come out the end of this thing. But, you know, I just can't see anything coming out of the end of this thing. Its a, there's some real complex thing about this too that I'm not paying attention to, its like there's, this thing is like a frame a whole complex block of stuff wrapped around it, lets erase this two meters on B1 and call it a, two feet, it might even be smaller than that. Its very thick or a, very dense versus thick. I'm trying to think of some other context to put this in, a where it is, where its located, what kind of building it is, a, I feel like I'm getting more of a conceptual thing, you know, the a whole picture, I'm getting parts and pieces of it. Then like another part, I'll draw another line across the page, I get an impression of a, like a narrow, kind of a long narrow type, don't want to say tube, but I don't want to say, don't want to say tube, don't want to say tunnel, its like a ah, channel, a long narrow channel, and, this is like, up here on this end is an enlarged driver, lets call this a combined driver of some kind. You come down here, this is like a receiver type thing, it puts something out, I keep trying to envision what that is but I'm not sure. This combined driver has got some kind of tubes going into it. All these spider legged tubes. Its this receiver booster I'm getting a better feel for, its almost like a circle, its real dense, real dense stuff around it, and then its got lines, and I want to draw fine lines, its almost like its got a spider web, this is, I want to make this ghost like core suspended by fine lines, for lack of a better term. Spider leg tubes carrying fluid. This combined driver, you could say there's four or five of these. Like stacked, like building blocks. This is a, I feel like I got something inverted here, something's backwards or I fastened the back ends of the pieces together, it probably is not exactly as depicted, that I got the essential parts but its put together the wrong way. I also keep wanting to put this in the ground. (long pause) I'm trying to think of buildings and stuff and I'm getting a lot of overlay.

M: It looks like you have some kind of detailed, small, something that you've zeroed in on here and the larger context could wait till the next session.

V: Yeah.

M: I did have one question. What's the scale of this.

V: The A object? The scale of this is probably the size of a football field.

M: And then is the rest somehow connected?

V: Somehow connected, yeah, I'm not clear on how that is yet. What's confusing me is I'm getting these hairs coming off this thing and I keep wanting to call hairs coming off this thing, you know the B2 object.

M: These two aren't the same, A and B2?

V: No, A and B2 are not the same. A is like a large field of some type and B is more like a grouping of small collectors. I'm getting lots of ovals, that's really apparent. I'm getting ovals inside ovals inside ovals, I'm getting dense material layered with less dense material, I'm getting fine wire, and then wrap that entire mess in a really complex amplifier of some kind. I think we're talking about two extremes here, one is an extreme of simplicity, I mean the simplicity of it is incredible. Then we're looking at the other end of the spectrum where controlling the simplicity is extremely complex, very, very complex, you know controlling it and amplifying it. Its very much like if you were to, if you want an absolute diamond pure wave front delivered at a target, for instance, a thousand miles away obviously transmitting the wave front through the media called air is going to really screw it up badly, so what you do is send it anyway and you have a receiver at the thousand mile point, and its backed to the transmitter, this is really bugged up, demodulated in a certain way so that when it reconstructs itself here it will look clearer when it does, so there's this rapid communications that takes place and the transmitter puts out what appears to be totally incoherent wave front, its not even a wave front any more, its just pieces, but when it arrives, because of the way the effect the area has on it when it arrives in there its diamond perfect. That kind of simplicity. The wave format is easy. Its the delivery of it that's terribly, terribly difficult in terms of focus and amplification. A wave front is not a good example but there's definitely something coming out that's really simplistic but the physics of it is really, as simplistic as it is, its extremely difficult and complicated. That's it.

SESSION NUMBER TWO

Viewer 372

August 24, 1988, 3:00 p.m.

M: OK. This is session number two with viewer 372, August 24, its three o'clock. During this session we agreed to use a photograph of a beacon and the beacon's name as a way of further enhancing our contact with the target situation. So at this point I'm going to show the viewer the picture of the beacon. His name is and his social security number is on the back. So we'll use that photograph as the sort of contact for this session. OK. You're on.

V: (long pause during which viewer draws complicated set up shown in part A of Session 2 drawing) (White noise begins at this point and drowns out the voice audio).



SESSION NUMBER THREE

Viewer 372

August 25, 1988, 9:10 a.m.

- M: OK, this is Session Number Three, Viewer 372. This is August 25, at 9:10 in the morning.
- V: And, I think what I'm gonna do on the sheet one is I'm gonna draw a perspective of this temporary building like ground layout. Some kind of ground layout.
- M: OK.
- V: So to do that I'm gonna turn my paper over and put "top of page" on one edge here so everybody knows this is the top of the page. And, perspective-wise I get a feeling of a double-sided taller building and this is like part of the larger building. And, that's back here, so I'll put in a...another building here like this and I get the feeling like there's a slight rise behind it and like this...ground kind of does this sort of thing, turns and goes that way and then I get the feeling like there's a, I don't know that this stuff is but it's like this kind of design and ground and then there's a, I want to put windows in the buildings but I can't. More like block house type, real low. I get a feeling there's like long, tall pipes or something, something black, long lines, black stuff coming in like this and there's some duct connecting these two buildings. There's more stuff coming out this way. It's like black pipe or something, it's just strung out kinda like spaghetti. I'll put a car in here so there's perspective on size. That'll be a car. Something else over here, uh, I get like a fairly flat area out here, and there seems to be some kind of mountains or hills back here. Uh, there's an airstrip in that direction. Call this the prime of two locations. I don't know what this thing is here. It's sort of like an air traffic controllers' tower, little antennas coming off the, but I don't, I don't think I would call it an air traffic controllers' tower. It just feels like it. All very solid building, I keep wanting to do this in the ground over here. I don't know if those are just tracks from people turning around cars or, that's an interesting pattern I keep wanting to do here. Probably, uh, 35 to 45 personnel. Uh, temporary and permanent building mix. This is, I think this is probably a temporary building right here. Black hoses or cables. There's something else over here and I don't know whether it's tanks as in containers I'll put question marks in here I'm not sure. Mountain range on the horizon. Hot and dry. I'll call this Building One, and I'll call this Building Two, and, uh, Building One is, uh, what's this. Uh, bay areas with computer terminals, recording device, say photographic. Building Two has got some kind of uh, special one-of-a-kind equipment. So, here's an outline.

M: OK.

V: I dreamed it up last night.

M: Did you?

V: Yeah. The, uh, I'm, I'm trying to think of what the business end of this little humper is. And, uh, about the best that I could come up with is, I get the feeling like I'm looking at a bunch of mirrors, some kind of polished metal mirrors and, this is going to be really complex the way I'm gonna draw it, but it's really very simple. I'm not sure I can draw it the way I wanta draw it, that's the problem, so, just bear with me a little bit. Its like an ovaloid, and then, there's mirrors in this thing that are shaped something like this, and they rise to a, to this central platform. Now, that's kinda like looking down from the top.

M: OK. Does this kinda go into a depression, is that why....OK.

V: Yeah, right, exactly. Now this is the from top, uh, let's see, we'll call this View From Top of Top Half. This where it gets a little complicated.

M: OK.

V: There's a bottom half to this sucker, and it's almost identical and, let's see, it's, and this is like the bottom half. Yeah. In the middle of this thing, I guess it sorta sits on this flat area. That's not right. It looks flat from the outside but if you look on the inside there's like a this kind of a thing. Seems to be a depression in the middle of it.

M: Um, hum. So I'm not sure I understand. This, this is looking up from the bottom, you're underneath it, or...

V: Well, it's hard for you to see the perspective and it's like two halves separated. In the, the bottom half curves up to the flap and the top one curves down to the flap.

M: Curves down, yeah, OK.

V: So that it's like when this clam shell thing was brought together...

M: Oh, OK.

V: ...the center piece almost touches...

M: Yeah.

V: ...but the outer edges come like, you know, in an oval or ovoid or whatever you want to call that. And these outer edges are like interlocking, there's like a lip that goes around the outer edge of one half.

M: Um, hum.

V: And interlocks on the inside edge of this one. So...

M: OK, I see.

V: ...so it's almost hermetically sealed...

M: Yeah.

V: ...when it comes together.

M: So these two would kind of like fold together like that.

V: Yeah.

M: OK, got ya.

V: Yeah, so you can say, you know,

M: Yeah, um, hum.

V: Edges interlock.

M: Yeah.

V: And, what this is, this is really interesting, because what this is, is these are really, really shiny polished sections of metal, and really hard.

M: Yeah, OK, be sure you label that.

V: Yeah, I'll say very polished very hard metal. Now, where the creases of these come together we'll call these, all these different lines are creases. Where those creases come together, I'm gonna have to go with a different page, I'm gonna do the edge now. The edge of this thing. Then we have a, it does that and a bottom piece that does this. I better do a see through here. Where these creases come together are these like apertures that look something like that. And the center of this, this aperture comes out like this and then there's a, fastened over that whole thing is that part whatever it was from yesterday. I don't know if that makes any sense.

M: Um, hum, yeah, I, I think, and then you're saying one of those comes out at each one of these?

V: Yeah.

M: The whole way around?

V: Yeah, it's like, uh, spokes.

M: Yeah.

V: You got all these spokes.

M: Yep, um, hum.

V: So you got a flying saucer with spokes. Now...

M: Or a high tech wagon wheel.

V: Yeah, a high tech wagon wheel that's what it is. I'm gonna pull a circle and it's gonna say see third drawing. Now. Back here where you come into these flat areas. This is starting to look gross! Uh, we'll call this Part A, third drawing. Part B is, uh, cut away at the center section. And the center section essentially looks like, that being the top, this being the bottom, and I think this is where I was getting that symbol from yesterday.

M: OK.

V: It's the heart of this thing.

M: Um, hum.

V: And the symbol is like the old nuclear symbol, but it's like propeller patterns. Like this and this, like really heavy duty stuff in here. I mean really heavy metal type of stuff. And then this comes out in a very narrow little neck like this. And then this, this whole thing as it comes out is like this entire case stop has been, you know, this this part here...

M: Um, hum.

V: ...is like inside a really hard shell, like a, like a giant pill, a metal pill. And this comes down like this and you got the. It's starting to look really strange, you got that spoke comes out like this.

M: Um, hum.

V: And it does something like this.

M: Now that's like a cross-section.

V: That's like a cross-section, Part A, Part B is like. Now. Looks like a giant pumpkin. A little fancy metal pumpkin. There's something else, there's like a double band that then comes around the outside of this entire thing like this.

M: Um, hum.

V: And then there's some kind of an apparatus that fits out over this nozzle. I don't think there's one of these at every crease. There's only a few of these. But I feel like there's more of the central fibers than depicted.

M: What are you calling a central fiber here.

V: That's that...

M: Oh, OK.

V: The little, dark, dark, black thing.

M: Yeah, right.

V: There's more of those.

M: Yeah.

V: And that the whole idea has to do with like two or three of these going off in this direction. Sort of a flying saucer with guns. That's what we'll call it, flying saucer with guns. And that these are kind of grouped and there's, there's, uh, these do something. Actuality of this, somehow or another this section, I'm gonna call it section, this section is some way currently terminated. And this is all the business end of what I was drawing yesterday and this then this is like part two of a three-part section. It's a flying saucer with nipples, I don't know what else to call it.

M: OK, I don't quite understand when you said this is part two of a three-part, are we talking about a, this object here.

V: Yeah, what we have is for lack of a better way of describing it, we have a block, blocky-type of device that I was drawing yesterday.

M: Yeah.

V: Call it a block device.

M: OK.

V: And that somehow feeds into this...

M: OK.

V: ...thing, this...

M: OK.

V: ...with nodes.

M: Right. Got it.

V: OK?

M: Um, hum.

V: This is a, we'll call this the saucer. Saucer device. And then that feeds into, uh, Part Three.

M: Yeah.

V: I must be doing good work. So, we'll call this diagrams.

M: OK. OK.

V: And Part Three I'm gonna try to add but I'm not sure exactly what Part Three is yet.

M: OK.

V: I feel like I'll walk into a Part Three. So.

M: That's it for now.

V: Yup.

M: All right.

SESSION NUMBER FOUR

Viewer 372

August 25, 1988, 11:20 a.m.

M: OK. We're ready to begin Session Four. August 25, 1988, and we'll, this will be the wrap-up session, pull all the loose ends together...

V: Um, hum.

M: ...see what we get in terms of the overall view. Any, a couple of things that we hadn't concentrated on are, um, you know, the overall activity, the people involved, that sort of thing.

V: Um, hum.

M: You get any impressions on, on any of that stuff, um...

V: Right.

M: ...put that down.

V: And, and you could say also end result.

M: Yeah, sure.

V: Specifics around experiment.

M: Um, hum.

V: OK. Uh, let me start off with some pretty basic statements. One is, uh, the experiment has to do with, uh, at least I, this is my impression, collecting data on short wave front effects. Uh, what does that mean, I don't know.

M: OK.



- V: My impression is that, uh, I keep seeing like, uh, a graphic representation of a huge spike, like a frequency line.
- M: Um, hum.
- V: And the frequency line, uh, is really high frequency, you know, we're talking like up in the EMP range. Electromagnetic pulse range, I mean this is, all that covers a big spectrum too. EMP range of under, under 10 angstroms. We're talking about, a wave front that's almost, wave front equals plasma-type effect. We're talking about, uh, I keep, this, this term short keeps coming in, but it's, it's a multiple use word. So we're talking like short or extremely short duration. We're talking about, you know, aside from short wave, very short duration.
- M: Um, hum.
- V: Um, um, I'm looking for a right term to describe the, the wave front. And, it precedes all other effects. In other words, it's the first one there, the speed of light. But it's not, not photon type, it's something else, that travels the speed of light, or very near speed of light. Power of output is, see I'm not a physicist, so I don't know.
- M: Um, hum.
- V: But it, it's really high.
- M: Um, hum. Um, hum.
- V: But, I'm trying to find a way of expressing it in laymen's terms that will make sense. Power of output, high enough to turn, uh, metal molecules to vapor. That's pretty high. Vapor or plasma. Uh, target is multi-layers of different, uh, metal densities, with electronics sandwiched in between. Uh, feeling that the, uh, feeling some of the electronics are, I'll call them transfer sensors. Um, are away, um, immediate test site. Uh, are collecting data on wave front effects, um, but, but they're doing it in like a step fashion. This just pops up in my mind I'm going to put it on this sheet over here. Here's, uh, interesting a peace symbol. I get almost a peace symbol layout of a, this is the target. I'll do it this way. That's the target. This direction is the wavefront emission, that's not right. Let's throw that out of here for a second. And we'll do it this way. Wave front emitter, and we'll make this the target, and then I'm gonna put an X where all the sensors are. Now the, its like, its not a real narrow thing. It's more like this effect. And what all these sensors are for is to analyze this front as it goes through the sensors. And the target is pretty much really just a, a different way of analyzing that. These are more sensitive to other things. The little X sensors are more sensitive to other things. Call these, uh, sensitive to, uh, more specific elements of wave front effects. And then this target down here is, uh, more general, effect test. It's like an overall evaluator. See these

are more, more job specific. The X's and the actual main target is more of a general overall type tying. The people are also. You say you had a project name for this?

M: There's a code name for it, yeah.

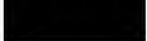
V: A code name.

M: Um, hum.

V: What's the code name?

SG1A

M: 

V:  They're trying to magnify analyze. Magnify. You know, you only use that word eight billion times in one career. Anyway. You get the gist. They're trying to magnify, uh, analyze, uh, increase, focus, optimize, wave front energy. Sort of a, I'm, I'm gonna put this over to the side. Sort of coming to a balance in out-focus versus how strong the output. It's almost like one has to be done at the expense of the other.

M: Um, hum.

V: The more strength they want to add to it, the less focus they can do. The more focus they want to add to it, the less strength they can do.

M: OK.

V: And, and then that, of course, varies range and effect. Also, I'm getting a, I'm getting the, I'm getting a feeling that, that, um, we're gonna, we're gonna call this, uh, the old symbol that I've been using. I'll draw it on the top of the page. I'm gonna conceptually try to break out what this symbol is, or means. Cause I think it's at the crux of the whole system here.

M: Um, hum.

V: OK. What I think this means, say this mean, that, uh, I'm getting like an implosion versus an explosion. It's like there's an object that looks something like this. And inside of it is something else. What's happening here is we're getting something like this kinda stuff. What's happening, is, is, this stuff is coming down on this core and what's causing it to do that is part, uh. I gotta label these. Part A is coming down on Part B. What's causing it to do that is Part A is being hit with Part C. This is

being bombarded with Part C. Part C is that big square box. And it's coming in here and it's impacting with A. And A is imploding versus exploding and the result is, uh, I've got to do this right, an expulsion of D on a element of D. And D is going up and hitting those, remember those polished surfaces?

M: Um, yeah, sure.

V: D is bouncing back into, D is bouncing back into B again. Now, what's happening is it's like feeding on itself and it's, it's creating this huge plasmic-type effect. So we'll say turning to plasma. And then that, in turn, is filling this chamber with this plasma and it's coming out here and it's hitting these like the ends of that real thin wire and it's having an electrical or physical interaction out here. I mean this plasma is, is really having an effect with, with this thing whatever that is. And that's creating a really specific output right here. Smaller than laser-like, I, I, you know, that, like a laser beam but not. It's even more refined than a laser beam. And this, this output E, out here, this output E is what's going out hitting those targets. And focusing this E is really difficult. I mean there's a lot of fibers and it's coming out but it tends to spread and, uh, depending upon what the spread is, is how strong it is. So there's this, this constant trying to focus, you know, bend, manipulate. And, and, I'm not so sure that these, these mirrors, I'll label them mirrors, call them metal mirrors, uh, they may not be manipulative. I, I see them moving.

M: So they may be manipulative.

V: They may be manipulative. In other words, they can focus or refocus or defocus or whatever this D is, is bouncing around.

M: So you wanta they may be instead of may not be.

V: Yeah, I'm sorry. And what's really hard with this whole thing is it's all, you know, high, high speed computer-controlled stuff all done with predesigned programs that are, I mean, they're operating at lightening speeds. And all this dynamic is taking place in, you know, 200 millionths of a second and this is trying to capture it and focus it and, and build on it and pulse it out through this little thing at E and the E is a mass of these things that comes in too wide and it's gotta be focused back down.

M: Um, hum.

V: And so, so this entire, this entire goes on for like three one hundredths of a second. Discharges. And then the other problem is this thing gets super hot. They, what, we'll call it the the, generator, this, uh, oh, you know what I did I? We'll, this, this generator, whatever it is, is further complicated in that, uh, it gets really hot, so there's a cooling problem. Uh, there's focus problems as a, you know, as a, ancillary to the, the heat build up. There's a collection problems. We'll call that maintaining the plasma. And then, and then, also the thing that, that actually that

comes in here from C, that I labeled C, that C has also got a problem in that's pulse. So it has to be, uh, timed with, uh, discharge pulses. And, let's see, uh, I'm still trying to get a feel for what kind of output this is in terms of energy.

M: Um, hum.

V: And it's real difficult cause I don't, I don't know any of the terminology.

M: Um, hum.

V: I do know that, ah, I do know that, I'll go over here and make notes on the sensor thing. Most sensors don't last very long. I think that this inevitably eats the sensors, you know I mean, just does them in. Secondly, uh, it's a singular test. There are enormous amounts of data are collected for, uh, future analysis. Uh, sensors are ground buried. Uh. I'm gonna put capital letters on this thing, I mean big letters that, uh, constant mirror tuning going on top and bottom, um, but instant to instant, whatever that means. I don't know what that means, that's important.

M: OK.

V: Keep wanting to separate top and bottom halves. I don't, I don't what else to add to this thing.

M: Well, we've focused a lot on, on the detail of the apparatus I think, and some on, on the buildings and I'm wondering maybe if might be important to take an even more general view. Do you have any idea, or do you get any impressions of where this might be going on? Is it going on in the United States, is it going on in another country, or is it going on in space, or what's, do you have any, any feelings about that.

V: Yeah, I think it's, uh, uh, it's an earth bound experiment. It's, uh, of some distance between parts, uh, what this predominantly, what they're predominantly doing here, I think, I think their concept is developed, let's say concept is developed, and this is a testing to fine tune the system. In other words, what they're doing is debugging it.

M: Um, hum.

V: That's what they're essentially doing. They've proven the concept can work, they've shown that it can do exactly what it's meant to do...

M: Um, hum.

V: ...that it's controllable...

M: Um, hum.

V: ...and, what this is, is they're, they're now juggling the programming and playing with the, the possible parts or pieces in an attempt to fine tune it. To get the best balance or equilibrium between output versus focus versus energy versus this versus that, and they're creating greater and greater distances.

M: Um, hum.

V: In other words, they're actually pulling further and further away from the target.

M: Um, hum.

V: They're, I keep getting this ro, almost automatic inner-rotational thing that's happening between parts of this thing. Where one part bolts on the other and they're in constant communication and, and, one is saying more A, more C, more E...

M: Um, hum.

V: Reduce D, and, and the other one is saying you got that, what's happening now, that sort of thing, and the entire time this is happening, there is also a target, a specific target, a general specific target, a general specific target, that's smart. There's an actual target that's being subjected to it at the same time simultaneously, from which data is also being collected so that when they're, they don't even know, in other words, it's, uh, it's like you need, you need three separate components of information. You need information based on what the different parts are doing simultaneously. Based on what they're doing and their effect on the target, in the sensors around the target, the original controlling-type device the modifies what's happening. So, it's like it needs information from three locations in order to decide what to do next. In order to optimize what's happening in three different locations. It's uh, it's not like your typical gun, you know, where you pull a trigger and you get one effect. It's more like you're dealing with three different locations and three different effect simultaneously and trying to bring them all into balance.

M: Well, that leads me to another question about the actual function of this and I can see a couple of different things and I was wondering whether you had any more specific information about the function, I mean it could be a weapon system, it could be a propulsion system that actually propels a large mass of something some place, or it could be a kind of energy sending system. Or, it might one of a bunch of a whole bunch of other things that are....

V: My feeling is, my feeling is, that it's using, it's using one form of energy we'll call A...

M: Um, hum.

V: ...to generate B...

M: Um, hum.

V: ...a form of energy.

M: Um, hum.

V: B form of energy is then interacting with the target.

M: OK.

V: And it's doing damage molecularly to that target.

M: OK.

V: And the problem is that the B format is terribly difficult to control.

M: OK.

V: A is barely controllable. And there's so many aspects to A that they're learning to control A and they are observing for the first time the real effects on B. In other words, the wave front is producing for the first time ever, they are now seeing what the effects of that are.

M: Um, hum.

V: So they are now trying to optimize the, the impact power of that wavefront so they need to play with A and B simultaneously to tune them one to the other.

M: Um, hum.

V: The effect the target is absolute devastating. I mean, it turns metal to vapor. You know, it just alters it molecularly to beyond recognition.

M: Um, hum.

V: And I think that creates a secondary problem that it does the same thing to sensors.

M: Um, hum.

V: So, they're constantly replacing sensors while they're testing this, and it also eats an enormous amount of electrical current and they, they store that for the testing in these big capacitor-type things, uh, I think that's like an initiator. Like it gets the ball rolling, so to speak. Uh, it's, it's a really, it's a simple device. Till you try to control it and it becomes extremely complex. And, uh, if, if I had, and it certainly is projecting something in a, in a really violent way, but it's a very cohesive simplistic thing that's projecting and one of my problems is I hesitate to say that it's some kind of a ray or something. It's more like a wave front, and...it's not like, you know, laser beams are very narrowly focused. Those are, that's what I would call like a death ray. Then you have projectile launchers that fire rounds of bullets or impact-type implements that destroy things and blow up and create huge amounts of heat. And it's definitely not that. It's more like a destructive wave front and it's very short lived and really intense, I mean, super, super intense. And it's so violent that passing it through air is not a good, a difficult thing to do. Uh, I think that basically might have to do with its short wavelength. You know, that air is the cause of it. As a matter of fact, it, it, that, that's part of the consideration. And, uh, there's peripheral effects from it. It's so hard to control that I don't, I don't think they can get it down to a very narrow beam, or maybe they don't want to. I keep getting another impression. It's like a psi impression, but I don't know if this is concept or idea, or visionment, or just plain overlay. But I keep getting this thing that looks like an old World War II mine. It's a round ball with spikes sticking out all over it.

M: Hum.

V: And it's not very big.

M: Um, hum.

V: It's a meter across and it's floating in just black, you know, it's like the old Sputnik satellite, that's what it looks like. But I don't know what that has to do with this. I feel like it's, it's some way connected, though, something to do with this testing. It might be, uh, conceptually dealing with it in some way. That's essentially it. You gotta fly with this.

M: I do, huh?

V: You gotta live with this. Yeah.

M: OK, well, thanks a lot.

V: I'll darken it in.

M: OK.